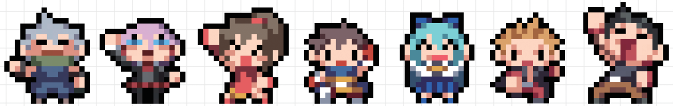
THE LONGEST 5 MINUTES

ORIGINAL SOUNDTRACK
and CONCEPT BOOK



FOREWORD

Thank you so much for purchasing *The Longest Five Minutes*.

The Longest Five Minutes is one of the four game projects that were proposed by SYUPRO-DX to Nippon Ichi Software.

There were originally only two proposals, but there were so many great ideas from SYUPRO-DX that NIS thought they should all be shown to the world!

In this concept book you will get a behind-the-scenes look at what went into making this game (and others from SYUPRO-DX). This kind of thing is usually kept secret, but here it is!

Please enjoy the one and only world of SYUPRO-DX, a world of surrealism blended with cliché.

Producer Hajime Suganuma

THE LONGEST 5 MINUTES

CONCEPT BOOK

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WHAT IS SYUPRO-DX?

This group of new creators was established when two former comedians and classmates, Mr. Hamachu and Mr. Yokota, met Mr. Irumagawa while he was performing with his band.

With Mr. Yokota and Mr. Hamachu creating a unique world from the experiences in their long careers and Mr. Irumagawa's love for games and music beautifying the game world in the scores he composed, they gained high praise and good ratings from many players.

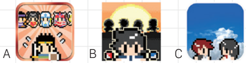
Through just word of mouth, the app *When I Look At You Closely, You Look Like A Sewer Rat* was downloaded 550,000 times and later made into a series. Their next game, *Wealthiest of the Four Kings*, was downloaded over 250,000 times and was praised by players as a **masterpiece of free RPG apps.**

After more successes, their app *Her Final Words* obtained 1st place in the AppStore in the adventure and simulation category with more than 850,000 downloads.

Overflowing with originality, SYUPRO-DX has invented games that tug at the heartstrings of fans of all ages.

The Longest Five Minutes is a collaboration between the amazing teams of SYUPRO-DX and NIS.

SYUPRO-DX

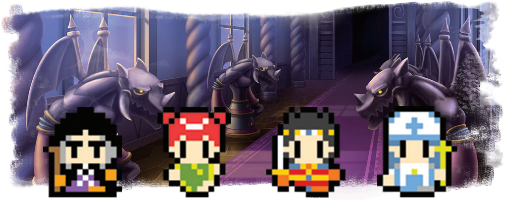


Above: Icons for SYUPRO-DX Apps
A. When I Look At You Closely,
You Look Like a Sewer Rat
B. The Wealthiest of the Four Kings
C. Her Final Words

Below: SYUPRO-DX
(left to right)
Representative - Tsuyoshi Hamachu
Planning/Scenario - Jun Yokota
Sound - Yukinari Irumagawa

THE LONGEST FIVE MINUTES
PROPOSAL

EARLY GAME PROPOSAL, PART ONE: ADVENTURE X RPG



If only I had reached out my hand, the priest wouldn't have died...

A game with the concept of there being **"5 Minutes"** from the start of a battle with the Demon King to the end.

The moment the game starts, a battle with the **Demon King** begins. The game starts at the climax.

The player is the **Hero,** and by changing things slightly, a comrade of yours might die or everyone might live. The scenario changes every time and there are **100 different endings.**

COMMENT BY JUN YOKOTA
This is the commemorative page that was created when the title of the collaboration was decided. When we were writing this, we didn't have a detailed story, world concept, or even a cast of characters yet. When the development started and we were writing out the scenario, we were worried about many things. Will it be too confusing if we make the time periods too different? What order of the RPG segments would make it the most exciting? Can we really keep it within five minutes? Although we had these doubts in our minds, I truly believed this was the best plan. Surrounded by the best staff, we were able to put all of our soul into it.

GAME SYSTEM

You can re-experience your past like a magic lantern.

You can alternate between “Adventure Part (Present)” and “RPG Part (Past).”

When the battle starts on the adventure part, seconds will appear on the side of the screen. (E.g. Battle Start 0 min 3 seconds)

Since everything is from the protagonist’s perspective, there will be times where he thinks, “I’ve gone through thousands of characters and scenes, but it’s only been 1 second.” The scenario splits into different branches when the player makes decisions in a visual-novel style, like “Who do you want to protect against the Demon King’s attack?”, or “Use your sword or use magic?”

Some choices will trigger the start of an RPG segment. In the RPG segments, the player can reexperience past events during their journey. These segments show what kind of journey the Hero’s party had and how each of them deepened their bonds.

The player can go into dungeons in the RPG part and battle with monsters!

EXAMPLES:

(Adventure) The legendary sword is chipped! -->
(RPG) When I got the legendary sword, this happened... That kind of past.

(Adventure) The priest died! -->
(RPG) Clear the dungeon with the priest to see your memories with them.

This is how the scenario will make sense as “everything happened in five minutes.”

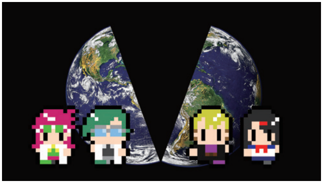
COMMENT BY HAJIME SUGANUMA

I thought it was a well-organized plan. I believe many people have thought of this idea before, but no one has made it. I also really liked how the characters’ thoughts were shown, like in anime or manga. The content is interesting, and those that have played RPGs before will think, “Oh, this might happen” or “If this event happens, this will happen next.” Please, enjoy the game and find out what really happens!

BUILDING THE WORLD

OF THE LONGEST FIVE MINUTES

EARLY GAME PROPOSAL, PART TWO: SCIENCE VS HUMANITIES



In this fictional recreation of Japan, a wise man says:

"The creative types are the ones changing the world. The logical types are useless, just kicking theories around all day!"

This idea sparked a bitter debate, and the nation of Japan was split into left-brain thinkers and right-brain thinkers. A fierce battle unfolded.

After seeing what was happening in Japan, the foreign media started reporting. "Is this what these crazy Japanese people are worried about during their exams? What a crazy country! They should just fight it out until they're all gone!"

Families, friends, and businesses were split into the two factions. Japan was immediately dominated by violence and destruction and was turned into a wasteland. This game takes place soon after this, with the younger generations debating about which is better, science and logic or passion and creativity.

COMMENT BY JUN YOKOTA
This is an RPG in which a squabble between the sciences and liberal arts triggered a huge war that shook the world, destroying the nation. The first title we came up with was *The Word "Impossible" Is Not In My Dictionary*. The reason why we thought of this title was, at the start of the game, the protagonist's head goes blank for some reason and he forgets everything he's learned. He experiences the fear and despair of losing all his memories in this "Exam War." The reason behind the memory loss is different, but the concept behind the protagonist lives on in *The Longest Five Minutes*.

SYSTEM AND WORLD CONCEPT

All the things that “everyone learns at school” are used as names for skills.

There are two kinds of people in this world, logical types and creative types.
“Fibonacci Sequence!” “Sine, cosine, tangent!” “Completing the circuit!” *(Science)*
“Deflationary spiral!” “Road to Canossa!” “Taisho Demography!” *(Humanities)*

The names of the skills are subjects from elementary school to college. The player might even learn something new while playing.

Since the Exam War is happening all around Japan, there are faction battles anywhere you go. You’ll see “Hotel Exclusively for Humanities” or “Hotel Exclusively for Sciences.” Sometimes you have to belong to one of the factions in order to use the facility.

The divide between left and right brain thinking has even split up families.
The father may be science-minded, but the son may be literature-minded. Sometimes they are disowned, which is becoming a problem in society.

There are also individuals who are scientist types but long to be in the liberal arts called “Counterfeit Creatives.”

The protagonist is in a state of shock at the beginning of the game after losing all of his memories. Whether he chooses science or humanities is up to the player, and the final boss will change depending on the choice.

COMMENT BY HAJIME SUGANUMA

Out of all of the ideas, this was my favorite. If I saw this game in a store, I would pick it up without a doubt. I feel like I would say, “Oh, yeah! These things happen all the time” while I’m playing the game. This is just me personally, but when the tough, brawny character appeared as the end boss, I love it when the science and literature types work together to defeat him!
SYUPRO-DX has many game ideas that spark the players’ imaginations, so it’s a lot of fun reading them.

PLANNING CROSS REVIEW

NIPPON ICHI SOFTWARE
PLANNING REVIEW

PLAN APPROVED!

These are the comments from the review board at Nippon Ichi Software that gave *The Longest Five Minutes* the green light!

PRESIDENT SOHEI NIIKAWA

An incompetent gamer that loves RPG games where anyone can get stronger just by raising your level, even if you have terrible reflexes.

I fell in love with SYUPRO-DX's sense of creativity. Just by looking at the titles of the app games that are being developed, I'm all over it.

Wealthiest of the Four Kings was the best. That was a work of a genius. The moment I saw the *The Longest Five Minutes* plan, I was stunned.

"These people are amazing! It's fun!" I want to create a Disgaea with them one day.

SALES MANAGER KENZO SARUHASHI

Suffering from arrested development, he has been waiting patiently for the second season of Iron-Blooded Orphans. He loves intense, thrilling stories. Very much respects Famitsu's Sekai San Dai Miyokawa.

I was attracted by the titles of all their proposals. With their excellent choice of words, even with only a couple of pages in the plan, my heart would leap.

They do a superb job tugging at the heartstrings with relatable memories and experiences, and my impression of them is, "These guys are awesome!"

Although other plans squeezed my heart with nostalgia and were hard to throw away, I wanted to see how they would make a quintessential RPG, which is why *The Longest Five Minutes* was selected.

HEAD OF DEVELOPMENT SHINICHI IKEDA

A gamer that only plays 3D games that won't make him dizzy. Currently has a Famicom and a PlayStation 3 hooked up to the TV at his house. He likes games with clean, crisp graphics.

Other developers may come up with similar ideas, but it only ends up an idea and can't be planned. But the way they presented it made it clear that they could make it a reality.

Their plans are exciting, making you think "this could really happen." And the story touched my heart in the early development period.

So who came up with this idea? I was excited to learn that they were good, young ex-comedians. Since they were comedians, they are good at humor but also at getting you emotionally involved. I am envious of their talent!

PRODUCER HAJIME SUGANUMA

A gamer who subconsciously immerses himself when playing a game for the first time, but then gets bored in the middle of it and quits.

We were presented with many proposals that piqued our imaginations, like "Maybe this might happen...", or "Maybe I can play it like this."

It's perfect for Nippon Ichi Software. I wanted to start building this project that same day.

Personally, I liked another idea, but I wanted to see how SYUPRO-DX would express their lofty ideas with *The Longest Five Minutes*, showing their "cliché but surreal, make you cry at the end" side.

THE LONGEST FIVE MINUTES FINAL PROPOSAL

Genre: Adventure & RPG
Platform: PlayStation Vita

Target Audience:
30-40-year-old men who will feel nostalgia from the pixel graphics and SYUPRO-DX's audience of 10-20-year-olds.

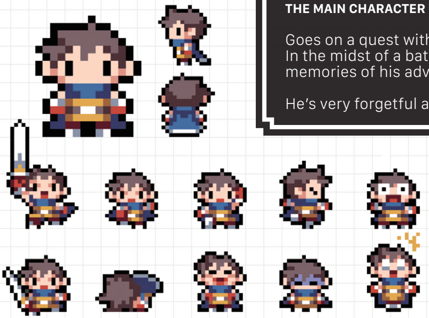
CHARACTERS

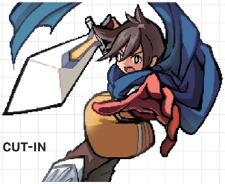
FLASH BACK

THE MAIN CHARACTER OF THE STORY.

Goes on a quest with his three friends as a Hero.
In the midst of a battle with the Demon King, he forgets all memories of his adventures.

He's very forgetful and tends to beautify his memories.





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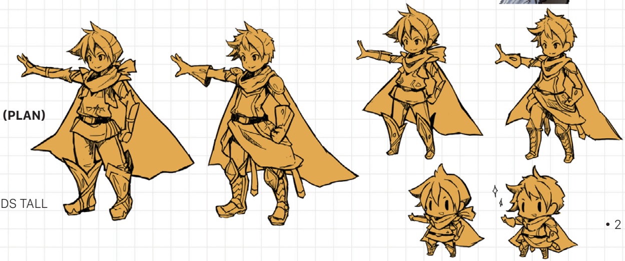
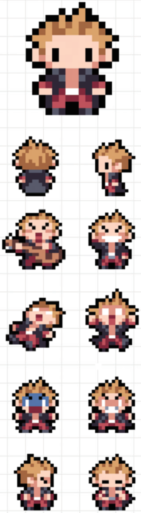


CUT-IN (PLAN)

- 6 HEADS TALL
- 4 HEADS TALL
- 2 HEADS TALL

COMMENT BY DAICHI WAKAI (Nippon Ichi Software Designer)
Since we needed to have **Flash** stand out, we devised multiple pixel sprites and rough illustrations of him before selecting. Although he doesn't have many lines in the RPG part, I think we created an emotional and sensitive protagonist.



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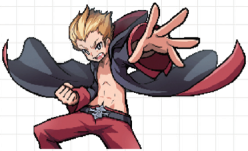

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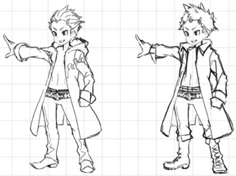

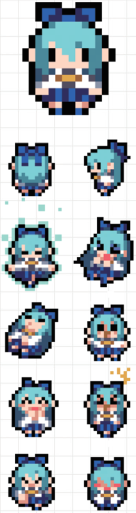

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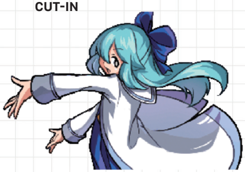

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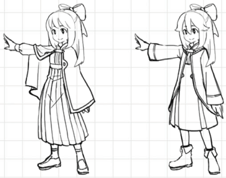


REGENT NIGHTFEVER

A BARD WITH A BAD MOUTH AND QUICK TEMPER, BORN FROM WIZARDING PARENTS.

He's bursting with magical talent, but he wants to be a bard.

CLOVER SHIROTSUMEKUSA

SHE IS A BIT SHY BUT HAS A STRONG BACKBONE AND IS A NICE PRIEST.

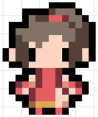
She always needs to help others and is always worried about everyone else.

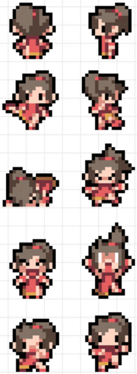
COMMENT BY DAICHI WAKAI (Nippon Ichi Software Designer)
The sprite makes **Regent** look really stylish. We absolutely needed the sprite animation of him playing guitar to look perfect. When I made **Clover** taller, I didn't know whether to make her have a white coat or a cape. But in the end I decided on a coat. But now that I look at it, a cape would have been cute, too...

YUZU NANAKOROBI

A BRIGHT, ENTHUSIASTIC GIRL. A "BIG SISTER" TYPE, BUT HAS A DITSY SIDE TO HER.

She confounds the Demon King with her physical ability.





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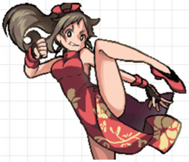

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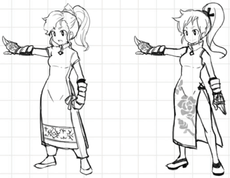
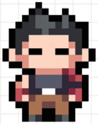
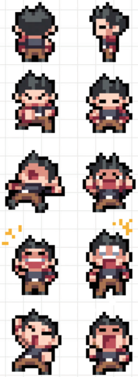


YANAGI MUSASHIBOU

AN ONLY CHILD OF THE FAMILY THAT OWNS "MUSASHIBOU SHOP." A SIMPLE SOLDIER WITH A BIG HEART.

To help his family business, he travels around the world selling goods.





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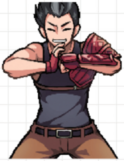

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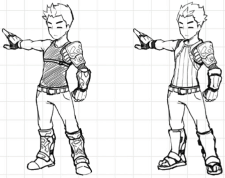
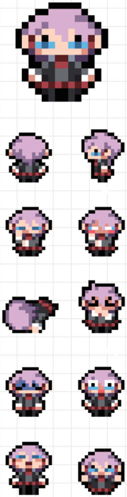


COMMENT BY DAICHI WAKAI (Nippon Ichi Software Designer)
To tell you the truth, **Yuzu** started out flat-chested. But because I wanted to have at least one character with a big chest, I pushed for it. I'm sorry. Thank you. **Yanagi's** design was decided on fairly easily without any problems. In many ways, he's the reliable one.



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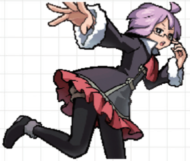

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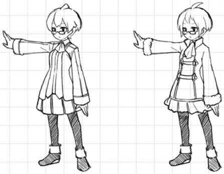

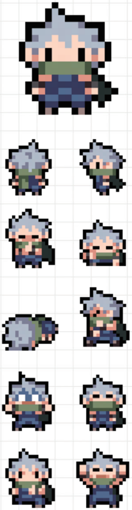

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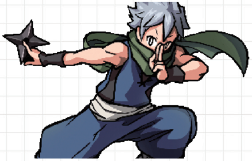

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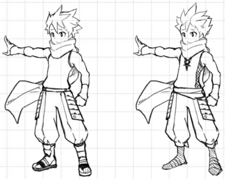


CHLOE FUUNJI

BRIMMING WITH TALENT, A YOUNG MAGIC SCHOLAR WHOSE ABILITIES DREW ATTENTION AT A YOUNG AGE.

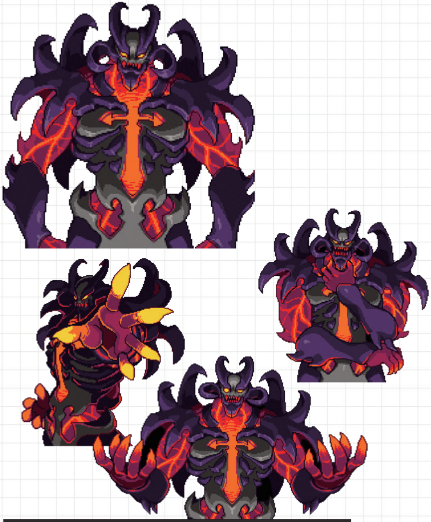
She loves to read books and reads them whenever she has the time.

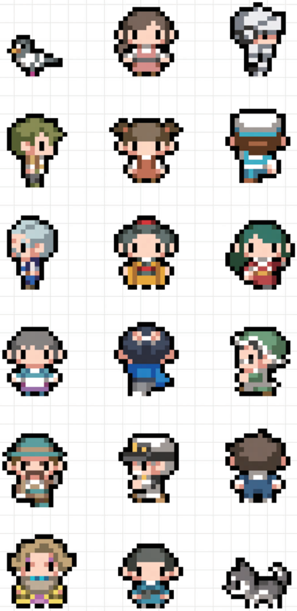
KOGURE HUMACH

A LAID-BACK NINJA THAT LOVES HOT SPRINGS EVEN MORE THAN EATING THREE MEALS A DAY.

His father was once called "Speed-o-Sound Shigure," a legendary ninja.

COMMENT BY DAICHI WAKAI (Nippon Ichi Software Designer)
Chloe doesn't have that many motions, and I kind of regret that. They made her pixel art really cute, and if I had more time I would've given her more animations. With Kogure, even though I had limited pixels, I had to make his sprite the most ninja-like. It's amazing work.





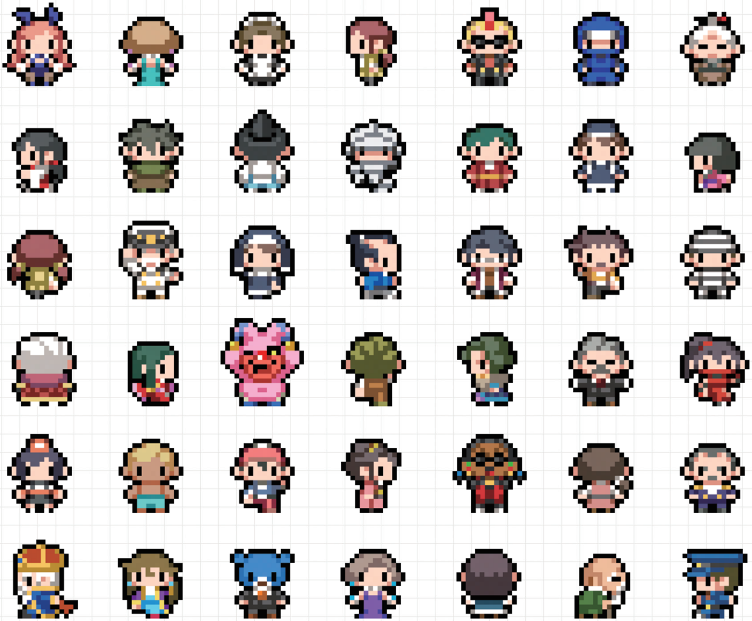
DEMON KING

THE DEMON KING, WHO IS SAID TO BE THE ROOT OF ALL EVIL.

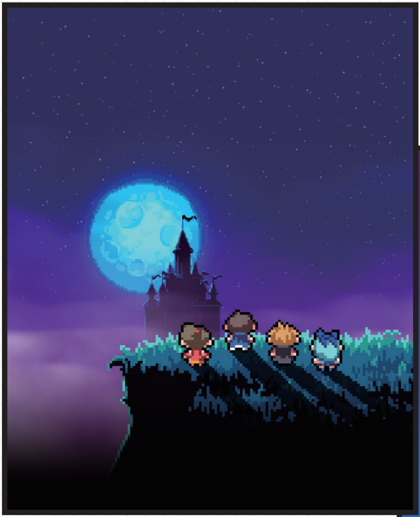
With the Kingdom of Gastonbury at the center, it is said that he shrouded the entire world with "Fog."

A battle of overwhelming ferocity with the Hero and his friends is about to unfold...

COMMENT BY DAICHI WAKAI (Nippon Ichi Software Designer)
There were many twists and turns until the **Demon King** was completed. Designs were changed, we had to redraw him, and we added more poses. Since the player will be looking at him the most, we needed to make sure he would be interesting to look at on screen. So we had him light up and make fire.

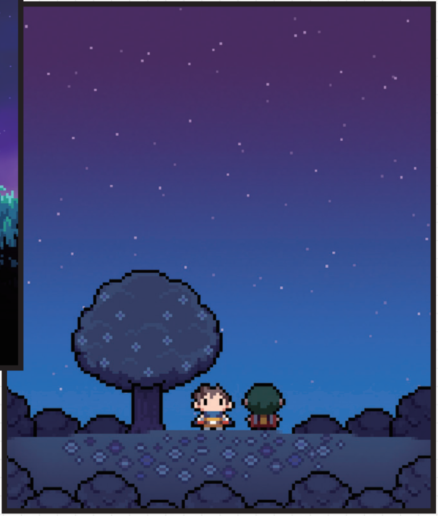


COMMENT BY DAICHI WAKAI (Nippon Ichi Software Designer)
These are the **NPCs**. Pixel characters are so cute all lined up. When preparing NPCs, I was told not to make similar-looking ones in the same city. I made sure I had variations, so they didn't overlap.

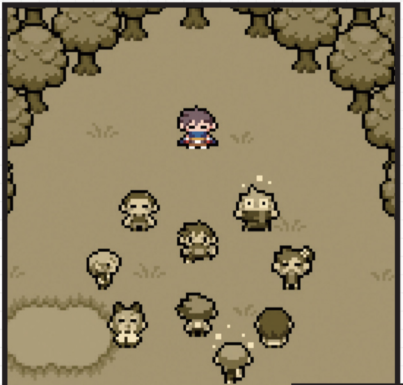


^ STANDARD EDITION PACKAGE

v LIMITED EDITION PACKAGE



COMMENT BY DAICHI WAKAI (Nippon Ichi Software Designer)
The logo color for *The Longest Five Minutes* was purple, but for both standard and limited editions I tried to make it so that they gave different impressions, even though I'm using the same colors. Especially for the limited edition, when I was creating the night sky for the background, I think I was able to really bring out the lonely atmosphere. Take a look!



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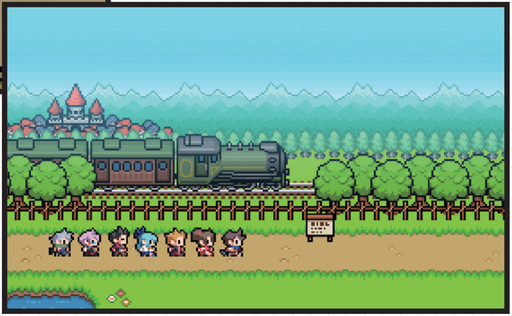

COMMENT BY DAICHI WAKAI (Nippon Ichi Software Designer)
The illustration on the left was born after we decided that we should use sepia tones to fit the memories/flashbacks theme. For the right one, since this is the screen that appears at the start of the game, I created this illustration with a bright atmosphere that will bring out excitement, like the adventure is about to begin!

COMMENTS

BY SYUPRO-DX

MR. HAMACHU

SYUPRO-DX started in 2011 and has released a variety of app games for smartphones. At our five year mark, we coincidentally were able to release a game as a consumer game, *The Longest Five Minutes*.

For us, we've always dreamed of creating consumer games, it's been one of our long-term goals. I am just really, really happy we were able to create a consumer game, using our five-year compilation of ideas. I would like to thank Nippon Ichi Software for selecting us as their partner and providing us this opportunity, all the staff members that were involved in producing *The Longest Five Minutes*, and finally the people that play this game.

I would like to thank them from the bottom of my heart. I hope this game will give everyone fond memories, and if five, ten years from now you remember them, I would be really happy.

MR. YOKOTA

"You know the thing with memories? Don't you sometimes remember only a flash of that scene or what someone said? You'll slowly forget how you felt in that moment, and only the pieces of scenery you've burned into your mind or someone's face remains. Which is why I think the memories that truly move you remain a complete picture in your mind."

This is the first line for a script I wrote in 2010 for the theatrical company MacGuffins. Since the theme for this game was memories, this is what I remembered after looking back at mine.

Old memories remain like a single scene inside of your heart. I have some memories that still remain in me and some I can't remember anymore, but I know my current self comes from all those memories. I pray that this game will remain in your memories.

MR. IRUMAGAWA

I remember when we started making The Longest Five Minutes, the three of us at SYUPRO-DX would forget the time and keep talking about our plan.

There were many days when I would start making songs thinking, “It would be cool if this was in there...” and feeling elated after seeing the sunrise. I also remember often feeling excitement when picking up game platforms I’ve admired, just like the very first time.

I’ve had many memories of my own, just like Flash’s memories are jam packed into *The Longest Five Minutes*. I’m so happy to have completed all of these songs, music that will make you fall in love with the characters and encourage the development team as well. I hope that this title will remain in your memories as it has with mine. Thank you for choosing this game.

TRACKLISTING

THE LONGEST FIVE MINUTES (DISC 1)

THE LONGEST FIVE MINUTES

1. Opening
2. First Flashback
3. Battle with the Demon King
4. At the End of a Long Fight
5. Searching for a Haven
6. The Manly
7. Let There Be Peace on This Colorful Creation
8. Battle Victory
9. Matsuno
10. Souvenir
11. Stockwood
12. Funky*Fire*Railroad
13. Port Goporei
14. Janice’s Winery
15. Tiny Lariat
16. Kushana
17. Port Bararakerume
18. Naraca
19. Steamy Hot Springs Infiltration Mission
20. A Comical Scene

21 The Gates of Hell
22 Galactica Tower
23 Money Heaven
24 The Rich Man’s Mansion
25 Servant of the Demon King
26 Fortress Prison
27 Stardust Island
28 Yasaka
29 Cowen
30 Heaven’s Drive
31 Mount Kuuretsu
32 Tenmagahara
33 Fog Corridor
34 Who Are These Party Members!?
35 Daydream
36 Norbeegee
37 Fierce Battle with the Demon King
38 State of Emergency
39 Finishing the Demon King
40 The Old Man and the Pier
41 Memories

TRACKLISTING

SYUPRO-DX COLLECTION (DISC 2)

HE IS A PILE DRIVER

1 He Is A Pile Driver

DO YOU WANT TO EQUIP YOURSELF RIGHT NOW?

2 Village
3 Do You Want To Equip Yourself Right Now?
4 Requiem
5 Pacifists

SPINNING INTELLIGENCE

6 Opening
7 Spinning Intelligence

ELECTRIC WAVE 3! IRON TARO

8 Electric Wave 3! Iron Taro
9 Boss Battle

MOTHER'S SLAVE

10 Mother's Slave

WHEN I LOOK AT YOU CLOSELY, YOU LOOK LIKE A SEWER RAT

11 What Should I Say!?
12 It's Your Fault I'm Shaking
13 I'll Race You To That Tree!
14 When I Look At You Closely,
You Look Like A Sewer Rat
15 Giant Leap of Courage

16 Ending

WEALTHIEST OF THE FOUR KINGS

17 Main Theme
18 Love and Peace Theme
19 Annihilation
20 Jackpot Town
21 Single City
22 Ishijab’s Hiding Place
23 Long Long Bus
24 State of Emergency
25 Satan City
26 Wonder School
27 PS Central Road
28 PS City
29 I Am the Richest Man On Earth!
30 Battle of the Big Spender Bosses
31 Gigapagosu 30 Bill
32 Jio’s Theme
33 Jio’s Battle
34 Boss Battle
35 Battle of the Four Heavenly Kings
36 Final Battle

HER FINAL WORDS

37 The Two
38 Utakata Festival
39 Main Theme

That's right!
I remember!

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